**Video Game/Sim Critique**

IntroductionBecause game design and development is a time consuming affair, it is not practical to create games which address each instructional need for a given course. However, there are a great many games which have been created and could easily be adapted to you classroom environment. For this assignment, you will be researching, studying, playing and analyzing a video/computer game which might have instructional uses in your teaching context.



Object of Game

Select a video game (Mac or PC) which the students that you teach might play (*for a list of games see* *[www.gamesparentsteachers.com](http://www.gamesparentsteachers.com)*). Play it, win it, share it! Speculate on the potential learning involved and how it could/should be used in the classroom. Take advantage of free downloads, or you can obtain “used” games for reasonable price. If price is an issue please see me. You will make a short (7-10 minute) presentation regarding your outcomes and experiences.

**Overview**Provide a short description of the game you have selected to critique.

**Instructional Objective**What will the learners learn from this game (or more likely, what learning objectives are being reinforced by this game)? If it's for school use, where does it fit into the curriculum? (See ("National Standards," 2009)National Standards (2009) for links to curricular frameworks.)

**Learners**Who is the game designed for? Describe them in terms of their age, grade level, affinity towards the subject matter, and anything special about them that the reader should know.

**Context of Use**Where would the game be used? At home? At school? In a training facility? If in a school, what accommodations would you need to make to do it in a typical classroom? Is it designed to be played more than once? What would happen prior to the game? What would happen after it? Would it be used within a formal instructional setting or informally elsewhere? Would it be used by individuals or groups? Could it be used in a one-computer classroom by a group? Is it internet-savvy? Multiplayer? Is the game designed to be replayed multiple times? How long would a single playing of the game take? What platform(s) is it developed for?

**Assessing Learning**

* Using Rice’s (2007) Evaluation Rubric for Higher Order Thinking, evaluate the game that you investigated.
* What is your analysis of this critique and what might it say regarding use of this game in an instructional setting.

Requirements

What's the game goal? What's the end state that players are striving for (e.g., to be the first to reach the Finish square, or to be the first to reach 100 points.)

Design Details

*Universal Elements*

* Describe the overall look and feel of the game. What graphics and sounds were used? Cartoonish? Photorealistic? Wacky? Business-like? Colorful? Muted?

*Specific Elements*

* Game Format (e.g., adventure games, branching stories, Quiz games, arcade games, simulation,

Write-up Details

Prepare a 1 page synopsis of your game critique. Be sure to include: Overview, Instructional Objective, Learners, Context of Use, Assessing Learning, Object of Game, Design Details.

Due Dates

Week 8

References:

National Standards (2009). Retrieved March 22nd, 2009, from <http://www.education-world.com/standards/national/index.shtml>

Rice, J.W., (2007). Assessing Higher Order Thinking in Video Games. Journal of Technology and Teacher Education. Vol. 15(1), pp. 87-100.